

PRESS GRAND MAL



STORY, ART, COVER LINE ART

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BACKGROUND:

"MegaTokyo," AD 2031. Six years after the devastating Second Kanto Earthquake, the rebuilt city of Tokyo stands as a symbol of the wealth and power of the commercial behemoth that dominates it, the supranational Genom Corporation.

Genom's best-known products are the "Boomers," biomechanical humanaid constructs combining the power of a mechanized form with some of the intellectual faculties of a human being, initially developed by the brilliant Dr. Stingray to aid humans in the exploration of space, the Boomers have since been redefined for warfaring roles by Genom (with an eye to the lucrative arms tradina).

Disastrous incidents involving rogue Boomers have plagued MegaTokyo for some time, finally leading to the formation of the Armored Defense Police as a response. Though well equipped with an arsenal of helicopter guntips and armored vehicles, the ADPolice have nonetheless had only limited success in dealing with Boomer rampages.

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In contrast, a less official (and often more effective) counter to the Boomer threat is offered by a shadowy group known as the Knight Sabers. Sometimes operating as mercenaries, more often as vigilantes, these high-tech commandos use powered-armor "hardsuits" to battle renegade Boomers and similar menaces.

The Knight Sabers' leader is Sylin Stingray, the daughter of slain Boomer creator Dr. Stingray. Up-and-coming "retrothrosh" singer Priss (who bears an extreme hatred of Genom), and fitness instructor Linnar Yamazaki provide much of the teams "fighting adep"; the less combat-skilled Nene Romanova serves as the group's computer and electronics expert, in addition to working as a dispatcher for the beleaguered ADPolice. The Sabers are also assisted by Sylia's younger brother Mackie, who provides technical and engineering support for the team.

THE STORY SO FAR:

Deep within the ruins of one of MegaTokyo's as-yet-urrepaired districts, a Genom-built combat Boomen battles a hive of bizarre-looking mechanical opponents. After seizing a software "memory module" from the mechs, the Boomer evades retaliation and flies off, only one necounter an ADPolice aerial patrol. Before long, ADPolice gunships and their Boomer prey are encounter an ADPolice aerial patrol. Before long, ADPolice gunships and their Boomer prey are playing a highly destructive game of Hide-and-Seek across the city, which cames to an end when the Knight Sabers arrive on the scene and easily dispatch the biomerchanical marauder. As the Sabers depart from the rooftop bottleground, however, they fail to take notice of the "memory module" the Boomer was carryring.

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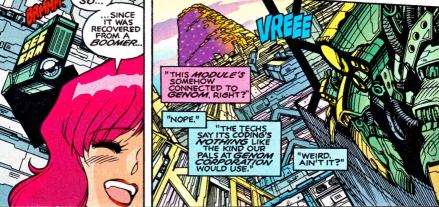




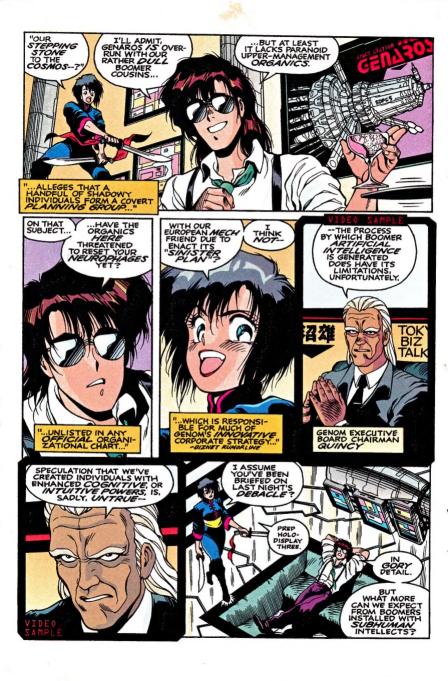


























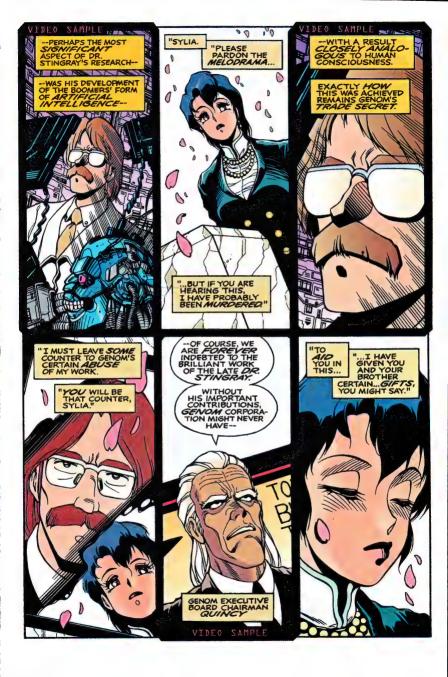




















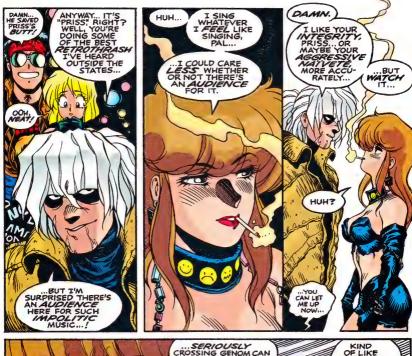




















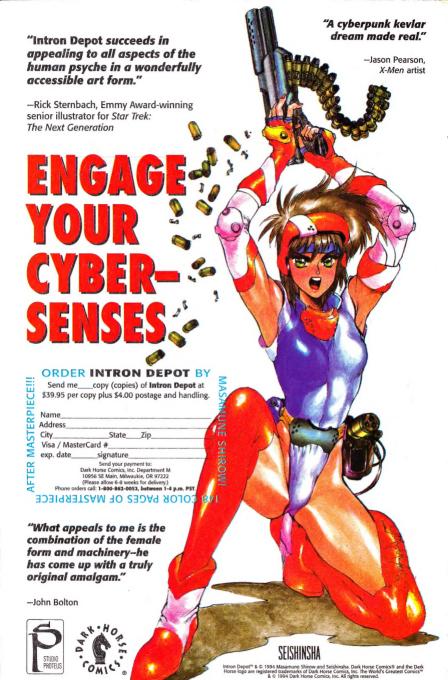




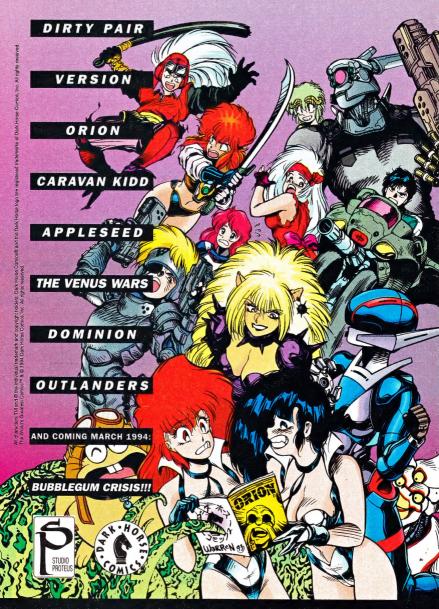








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